DEPARTMENT OF THE ARMY FIELD MANUAL

# GETTYSBURG

## ★ ARMORED WARFARE ★

HEADQUARTERS, DEPARTMENT OF THE ARMY
SEPTEMBER 1863

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# Overview

**Prepare for the Alternate American Civil War**

*Gettysburg: Armored Warfare* is an online Real Time Strategy / Third Person Shooter hybrid putting players in the middle of an alternate version of the American Civil War. The game features persistent army progression allowing players to customize their army according to their taste and playing style.

Large scale battles, customizable armies, unique gameplay set in against a familiar yet futuristic backdrop are the key elements in this re-creation of the American Civil War.

**Background Story**

The year is 2065. Decades of political and economic turmoil have left the United States of America in disarray. The Federal Government is close to collapsing as relations between several states deteriorate. Many close their borders to contain the masses of protesting citizens. The National Guard and military are put in a constant state of high alert.

On April 3rd, a freak accident at the ParTec N.A.H.C. (North American Hadron Collider) facility in North Carolina generates an anti-matter blast that levels most of the state and parts of Virginia. In the epicenter of the explosion a rupture in space-time is created- a wormhole, a doorway to the past.

One year later, a way is found to control the wormhole, making time travel possible. Working under utmost secrecy, a rogue general with strong ties to the historical Confederacy or the Civil War manages to send back modern technology to the late 1800s in an attempt to alter history. When the plan is exposed, other states send their own resources back in time to attempt to stop him.

On April 8th, the day before General Lee was to surrender his army to the Union States of the North, the Civil War rages anew and the conflict will now determine not only who controls the future, but time itself.

# System Requirements

- Windows XP SP2 or SP3 / Windows Vista / Windows 7
- Dual-Core Processor (Intel Core 2 Duo 2.24 GHz, or equivalent)
- 2GB of RAM (4GB recommended)
- Video Card: DirectX 9.0c/Shader Model 3.0 compatible, 512MB (Nvidia GeForce 8800 series or equivalent)
- Sound Card: DirectX 9.0c compatible sound card
- 5.0 GB Free Disk Space
- Mouse & Keyboard (3 button mouse)
- Broadband internet connection

# Quick Start

Double click on the *Gettysburg: Armored Warfare* icon to start the game. Once the game starts you'll be presented with the system rating window which will let you know approximately how your computer rates against some baseline standards. Close that window and double click the *Multiplayer* option on the main menu. Once you enter the global lobby, you should see a list of all active game servers. You should join the one with the **lowest** ping (that means the server is close to you and will perform better). Once you successfully join a server, and select your team (Union or Confederate) you will be placed in the RTS mode above your teams' spawn. Depending on the gameplay mode you will either have to spawn your army, or you can select from any of the team's shared units (more on gameplay modes later). **To take direct control of a unit simply double click it.** To navigate the world in RTS mode see the controls section below. If you are controlling a specific unit, see that unit types' control section below – as each unit has unique controls and abilities. Your goal is to drain the enemy team's ticket count by killing them, or controlling command points throughout the map.

# Unit Types

There are 14 types of units in *Gettysburg: Armored Warfare* for you to control in either the RTS or 3rd Person control modes. Below is a brief summary of each unit type –

**1860s Infantry** – Excellent cannon fodder to protect more important units.

**1860s Cavalry** – Good for reconnaissance, scouting, and contesting command points.

**1860s Cannon** – Useful for laying down area fire against weakly armored infantry.

**1860s Gatling** – If you need to put up a wall of bullets, this is your unit of choice.

**1860s Sharpshooter** – Equipped with the latest 1860s optics, great for sniping enemies.

**2060s Infantry** – Sent back from the future to change the course of history.

**2060s Heavy** – Sporting a highly modified gatling, provides portable death at 1000 RPM.

**2060s Support** – Highly effective against enemy armored vehicles.

**2060s Sniper** – if you want to reach out and touch somebody, this is your unit.

**Tank** – The heart of any mechanized army, effective against infantry and other vehicles.

**Artillery** – Great for taking down air units, also useful for long distance area fire.

**APC (Armored Personnel Carrier)** – Useful for transporting infantry around the map.

**Zeppelin** – Death from above, bristling with cannons.

**U.S.S. Cairo** – The finest class of vessel to ever sail the seven seas.

# Controls

The control scheme will vary based on what role you are currently playing in the game world, below is a summary of the controls in each mode –

## Real-Time Strategy (RTS)

**W,A,S,D** – Move camera
**Spacebar** – (Hold) Freelook camera modifier
**Left Mouse Button** – (Single Click) Select a unit
**Left Mouse Button** – (Double Click) Take direct 3rd person control of a unit
**Left Mouse Button** – (Hold + Drag) Group select units
**Right Mouse Button** – Issue order to selected units
**Middle Mouse Wheel** – Zoom camera in/out
**+, -** – Zoom camera in/out
**Left Control** – Add units to selection
**Left Shift** – (Hold down) 2X camera movement speed modifier
**1,2,3,etc** – Army squad quick access (only in Army Skirmish gameplay mode)
**B** – Open Army Builder (only in Army Skirmish gameplay mode)
**TAB** – View scoreboard
**Escape** – Open in-game menu
**~** – Open in-game console

## 3rd Person Control (Human / Cavalry)

**W,A,S,D** – Move
**Spacebar** – (Hold) Orbit camera modifier
**Left Mouse Button** – Use current item
**Right Mouse Button** – Aim current item
**Middle Mouse Wheel** – Zoom camera in/out
**+, -** – Zoom camera in/out

**Left Control** – Crouch
**Left Shift** – Walk modifier
**E** – Interact with object (enter APC, jump wall)
**Z** – (Hold) Display spawn menu (only if inside your teams' spawn area)
**R** – Reload current item
**TAB** – View scoreboard
**Escape** – Open in-game menu
**~** – Open in-game console

## 3rd Person Control (Ground Vehicle)

**W** – Accelerate
**S** – Brake
**A** – Turn Right
**D** – Turn Left
**Spacebar** – (Hold) Orbit camera modifier
**Left Mouse Button** – Use current item
**Right Mouse Button** – Aim current item
**Middle Mouse Wheel** – Zoom camera in/out
**+, -** – Zoom camera in/out
**E** – Aim through viewfinder (view interior in APC)
**Q** – Open/close rear door
**TAB** – View scoreboard
**Escape** – Open in-game menu
**~** – Open in-game console

## 3rd Person Control (Zeppelin / Ship)

**W** – Accelerate
**S** – Brake
**A** – Turn Right
**D** – Turn Left
**Spacebar** – (Hold) Freelook camera modifier
**Left Mouse Button** – Fire cannons
**Right Mouse Button** – (Hold) Display trajectory arc (mouse aims)
**1** – Fire right cannon broadside
**2** – Fire left cannon broadside
**3** – Fire front cannon broadside (Ship only)
**4** – Fire rear cannon broadside (Ship only)
**Middle Mouse Wheel** – Zoom camera in/out
**+, -** – Zoom camera in/out
**TAB** – View scoreboard
**Escape** – Open in-game menu
**~** – Open in-game console

# User Interface

## 3rd Person (direct control of a unit)

## Real-Time Strategy (RTS)

# Gameplay Modes

There are 2 gameplay modes in *Gettysburg: Armored Warfare* - **Deathmatch** and **Army Skirmish**. Although they are different gameplay modes, there are some common gameplay elements among them. First off, the goal in both gameplay modes is to drain the opposing team's *Ticket Count* down to zero. The best way to do this is to kill an enemy unit. Depending on the number of *Hit Points* the unit you kill started with, a proportional amount will be subtracted from that team's *Ticket Count*. In other words, a dead zeppelin will cost a team more ticket points than a single dead infantry soldier will. You can view the exact ticket counts of individual squads/units in the *Army Builder* (but more about that later).

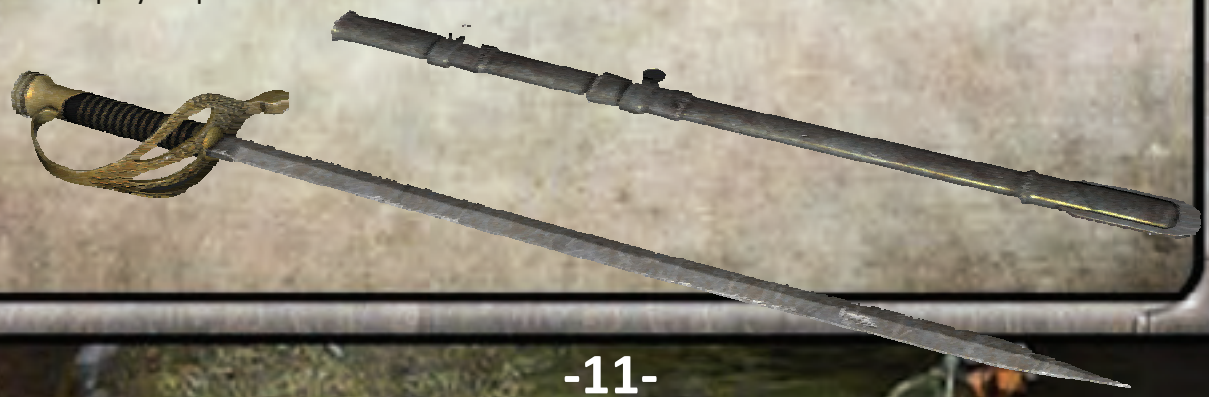
The other way to drain the enemy team's *Ticket Count* is to take ownership of one of the *Command Points* throughout the map. If your team is controlling a command point it will bleed the enemy team's *Ticket Count* every few seconds. You can take control of a *Command Point* by simply getting within close proximity of it and contesting the area.

## Deathmatch

In the *Deathmatch* gameplay mode you are unable to give specific orders to units. Everybody who is in the server has access to any unit on their team that is not being controlled by another player. If no human-player is controlling a unit then the artificial intelligence will take control of that unit. This gameplay mode is limited to 64 players per server.

## Army Skirmish

In the *Army Skirmish* gameplay mode each player in the server gets access to their own army. You can give RTS orders to the squads in your army. You can build your army ahead of time in the *Army Builder*, and then load it for use once you're in-game. This gameplay mode is limited to 4 players per server.

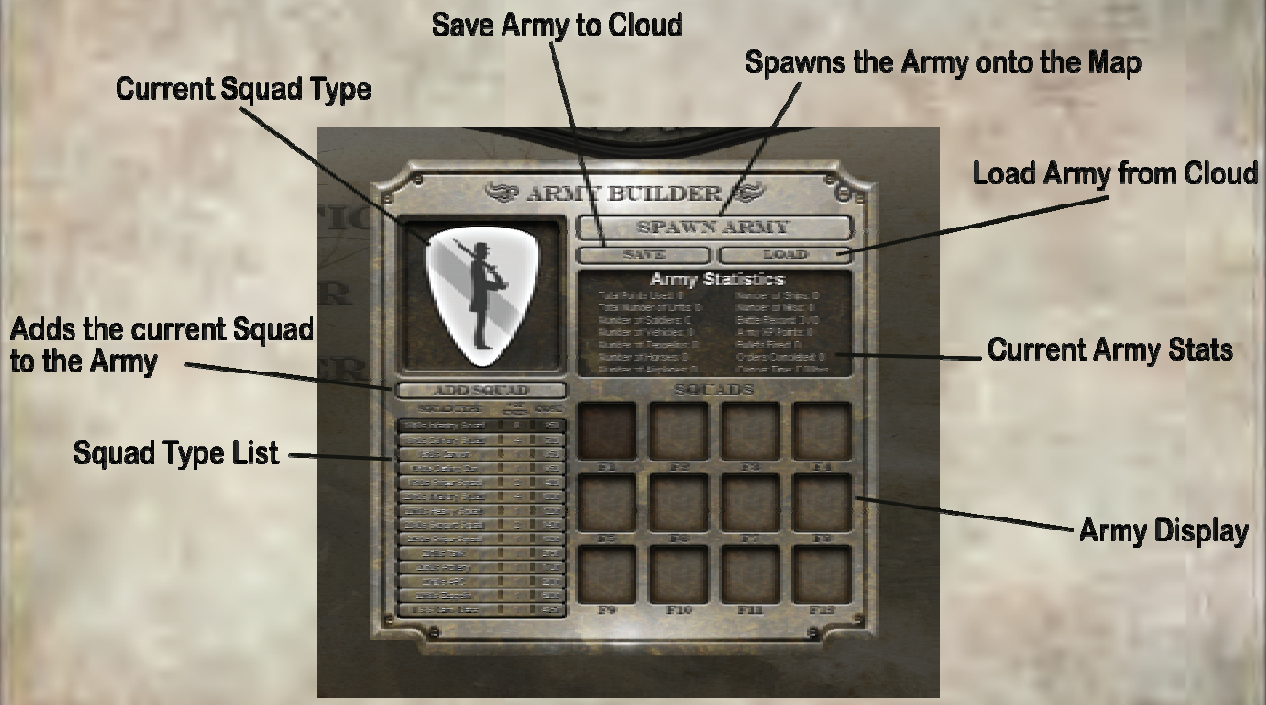


# Army Builder

*Gettysburg: Armored Warfare* comes with an Army Builder which you can use to customize your gameplay experience. The armies that you build can be used in the *Army Skirmish* gameplay mode. Depending on the settings of the game server you are playing in (or your *Offline Practice* settings) certain unit types may be off limits, or you may be required to keep your army size under a certain *Point Limit*.

Each unit type in the game has an associated point value which you can see displayed in the squad type list. Your armies point value is the sum of all your squads' point values. When constructing your armies think about what type of gameplay style you will use the units to implement.

Below you will see a diagram identifying each part of the Army Builder –



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